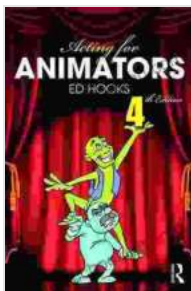


Master the Art of Animation with "Acting For Animators 4th Edition"

Are you an aspiring animator seeking to elevate your storytelling prowess and bring your characters to life with authenticity and emotion? Look no further than "Acting For Animators 4th Edition," the definitive guide to the art of character animation.

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Acting for Animators: 4th Edition by Ed Hooks

★★★★☆ 4.8 out of 5

Language	: English
File size	: 5866 KB
Text-to-Speech	: Enabled
Enhanced typesetting	: Enabled
Word Wise	: Enabled
Print length	: 228 pages
X-Ray for textbooks	: Enabled
Screen Reader	: Supported



Unveiling the Secrets of Human Movement and Emotion

At the heart of "Acting For Animators 4th Edition" lies a thorough exploration of human movement and emotion. Hooks meticulously analyzes the 12 principles of animation, guiding you through the intricacies

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Hooks also covers the latest technologies and industry best practices, ensuring that you stay ahead of the curve in today's rapidly evolving animation landscape.

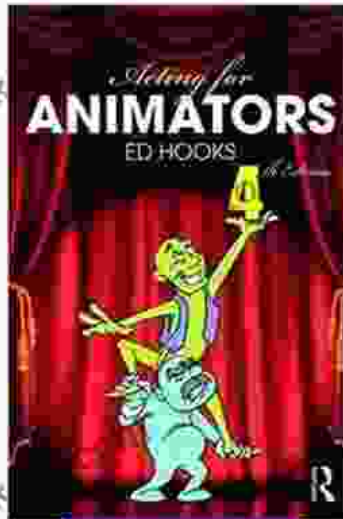
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Ed Hooks' essential acting guidebook for animators has been fully revised and updated in this 4th edition. Hooks uses classical acting theory—from Aristotle to Stanislavsky and beyond—to explain everything from character analysis and physical movement to facial expression and scene structure. He speaks directly to animators, instead of stage or screen actors. Acting for Animators is an invaluable primer for beginner animators and a useful reference for experienced pros. New to this fourth edition: 6 new scene-by-scene acting analyses of animated feature films, including Zootopia and The Little Prince; an annotated analysis of Walt Disney's famous 1935 memo to Don Graham regarding how best to train animators; advice to the animator about how best to perform visual references; a chapter on Virtual Reality; an online database of Ed's previous film analyses, all in one place.

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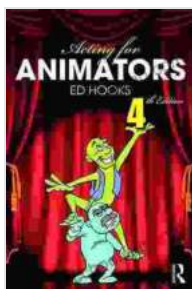
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